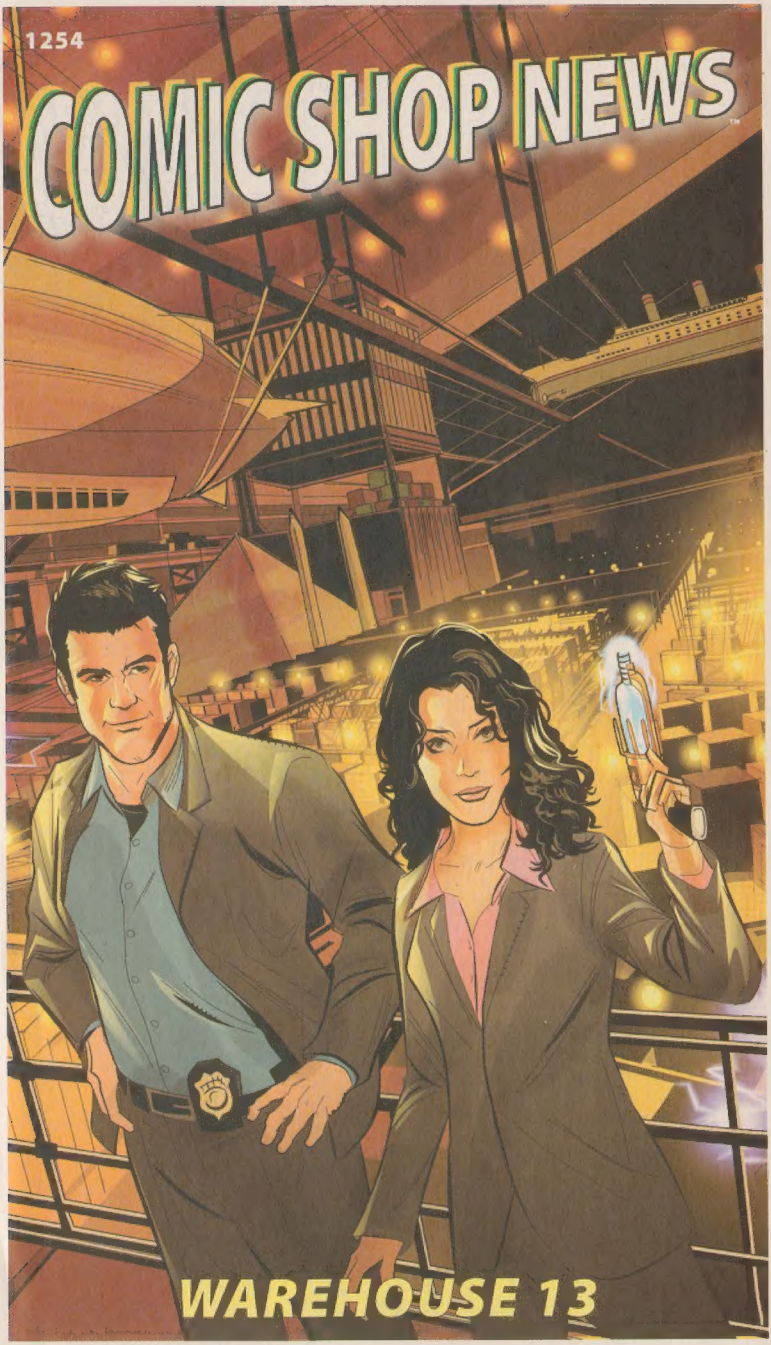

1254
COMIC SHOP NEWS
WAREHOUSE 13

Ben Raab Emerges from Warehouse 13 for Comics Return

Fans of Syfy's clever series ***Warehouse 13*** know that this is the warehouse where all sorts of unusual, powerful, and paranormal artifacts are housed—but apparently it's also the place where former comic book writers are hidden away! Thankfully, one such writer has made his escape and is returning to comics—where he'll be co-writing Dynamite Entertainment's ***Warehouse 13*** miniseries.

Ben Raab, a comics veteran who has chronicled the adventures of such heroes as the Phantom, Hawkman, Green Arrow, the New Mutants, the Master of Kung-Fu, the JLA, and Excalibur, among others, has been absent from the comics field for the past few years—but that doesn't mean he hasn't been busy. Raab told *CSN* where he's been and what's kept him busy.

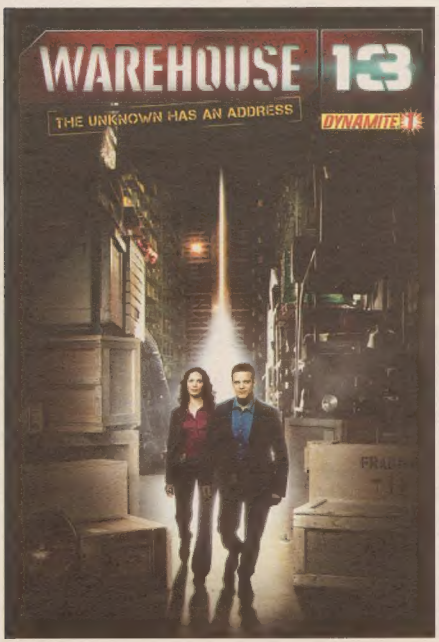
"Back in the summer of 2008, my writing partner, *Deric A. Hughes*, and I were accepted into NBC/Universal's 'Writers On The Verge' program -- a fantastic workshop designed for cultivating up-and-coming talent in the TV industry. Through WOTV instructor *Erika Kennair*, we met the late *Nora O'Brien*—our amazing executive mentor—who introduced us to UCP studio exec *Tom Lieber* and Syfy network exec *Erik Storey*.

"This then led to a meeting with ***Warehouse 13*** showrunner *Jack Kenny* and *David Simkins* (Executive Producer, Seasons 1 & 2). We made a good enough impression that they invited us to be staff writers—the bottom rung on the TV writer ladder. Three seasons later, Deric and I have moved up to being Executive Story Editors.

"At any level, your biggest responsibility as a TV writer is to be a positive, contributing force in the Writers' Room—that sacred place where stories are 'broken' and the magic of television begins. This way, when all the writers go off to work on their own individual episodes, we've all contributed something to the mix throughout the season. From start to finish, it really is a team effort."

So how did he end up returning to comics? "Comics gave me my start as a writer," Raab said. "Without them, my career in television might not have been possible. So the minute I heard Dynamite Entertainment had signed on to publish an official ***Warehouse 13*** comic book series, I immediately jumped at the chance to be a part of the project."

Raab's involvement with the show made it easier for Dynamite to close the deal that brought the TV series to comics. "We pursued ***Warehouse 13*** because we thought it was a really cool show that would adapt well to comics," Dynamite publisher *Nick Barrucci* said. "It took a bit to work out the details, but fortunately, the fact that *Ben Raab* is one of the writers on the show made an easier transition, once the rights were acquired, to create new comics stories that would present adventures tha the show would never get a hance to develop. It was actually serendipitous.



"I ran in to Ben at a CBLDF function at SDCC; I had walked out to the elevator as Ben and his wife were walking towards it. We talked a little, I mentioned that we were going after the license, and that we would love to wôrk with him and the team directly. He was very interested. His being so involved with the show, along with his years of experience as a comics writer, was a real plus for us."

Raab, who wrote most of his comics work solo, will produce Dynamite's ***Warehouse 13*** miniseries with *Deric Hughes*, a frequent collaborative writing partner. "Hard to believe it, but Deric and I have been writing partners for 10 years now," Raab said. "We actually met in a comic book store and nearly got into a fanboy fight when he started complaining about how late ***Planetary*** was (I knew for a fact *John Cassaday* wasn't to blame, despite Deric's assumptions).

"At the time, I'd just moved out to Los Angeles and Deric was working as the writer's assistant on ***Gene Roddenberry's Andromeda***. Having avoided coming to blows, we got to talking and realized we had many similar creative interests. Eventually, we started pitching ideas back and forth and began writing TV specs together. The rest is history."

It turns out that ***Warehouse 13*** isn't the duo's first collaborative comics work, either. "Before ***Warehouse 13***, Deric and I created a comic book called ***Living in Infamy***—a suburban drama about a witness protection town for reformed supervillains—which we published independently through Ludovico Technique back in 2005-2006," Raab said.

"After that, we co-wrote ***John Woo's 7 Brothers*** for Virgin Comics and did script-polishing for Viz's ***Naruto*** manga while writing/producing for the animated webseries, ***Afterworld*** and ***Gemini Division***. So, we've both been at this for some time..."

How did the storyline for the ***Warehouse 13*** miniseries come about—was this a story originally developed for the television series, or is it something created especially for the comic? "The story our writing team—which includes fellow ***Warehouse 13*** staffers *Ian Stokes, Mike Johnson, John-Paul Nickel, Ian Maddox & Marque Franklin-Williams*—has come up with is an all-new adventure created specifically for the show's comic book debut," Raab explained. "We all felt an original story would be the perfect jumping on point for new viewers, as well as a reward those who've been watching since the very beginning."

As viewers of the television series know quite well, ***Warehouse 13*** blends humor, adventure, and ensemble-cast personal drama in a clever and entertaining manner; will the comic reflect that same mix? "Absolutely!" Raab said. "Even if you've never seen an episode, you can get a feel for what ***Warehouse 13*** is all about by reading the comics. Executive Producer *Jack Kenny* often refers to the show as a 'thrilleromedy,' and we've gone to great lengths to make sure that the comic book is, too. There's mystery, action, adventure and a whole lot of fun as our favorite secret service agents go out into the world trying to 'snag, bag, and tag' whatever dangerous and powerful artifacts turn up and threaten to ruin the world's day."

How does this fit into ***Warehouse 13*** continuity—or for that matter, does it tie in to a specific point in continuity? "Because we wanted this series—which begins as standalone adventures that eventually dovetail into a larger finale—to be accessible to both old and new readers alike, we intentionally shied away from basing it on current continuity (ie, ***Warehouse 13 Season 3***, which debuts this summer on Monday, July 11th at 9pm on the Syfy Network!)," Raab said. "Now, that doesn't mean the events of the comic book *couldn't* have larger repercussions someday. But for the time being, these stories are meant to be self-contained."

Raab explained the premise of Dynamite's ***Warehouse 13*** miniseries. "One of the elements inherent to our show's DNA is the idea that the Warehouse has existed for centuries. This aspect of legacy allows us to play not only with all kinds of science fiction, but also with history itself. And that's what this debut miniseries does. As a bunch of seemingly random, ancient artifacts ping the Warehouse team's radar, Pete, Myka, Artie, and Claudia soon discover that a lost chapter from Warehouse history has been re-opened, and it's up to our heroes stop the person responsible before he unleashes widespread destruction and chaos. To call this story 'epic' would be a serious understatement!"

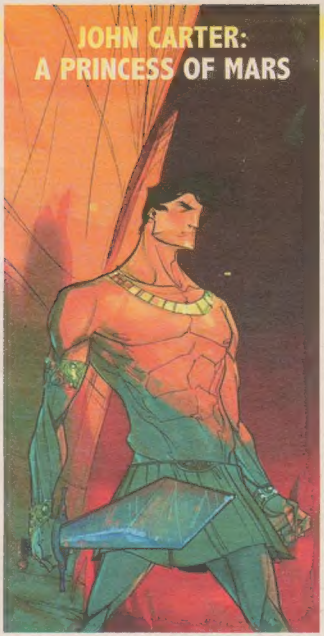
Is Raab on board for future ***Warehouse 13*** projects should the miniseries be well received? "It's been a blast working with Dynamite Entertainment and an honor and a privilege to be a part of ***Warehouse 13's*** comic book debut," Raab said. " I sincerely believe fans both new and old are gonna *love* this book -- and I look forward to there being many, many more in the future!"

"We have a lot of faith in the series. The show is a cool show, and with Ben and the team behind the comic, we expect it to do well—but in today's market, we have to see how well it sells before we can determine where we go next. We *do* strongly feel that we will be able to commit and continue with the series; if so, we will continue the numbering and not launch with a new #1," Barrucci said. "We are very confident that this miniseries is going to appeal to our readership, and we're hoping that we can expand that audience by drawing more ***Warehouse 13*** fans to comics."

Warehouse 13 #1, a $3.99 comic written by *Ben Raab & Deric A. Hughes* (with input from *Ian Stokes, Mike Johnson, John-Paul Nickel, Ian Maddox & Marque Franklin-Williams*) and illustrated by *Ben Morse*, is slated for mid-August release. The book will be offered with two covers in a 50/50 ratio: one featuring art by Morse, the other a photo cover taken from the Syfy series.

by Cliff Biggers

Courtesy your friendly neighborhood comics outlet!



COMIC SHOP NEWSARAMA

Produced by *Comic Shop News* in cooperation with *newsarama.com*

John Carter of Marvel

Edgar Rice Burroughs fans, Marvel has great news for you: beginning September, Marvel wil launch a line of comics adaptations of ERB's John Carter novels, beginning with ***John Carter: A Princess of Mars***—and these comics are produced with the cooperation and approval of the ERB estate, meaning that Marvel's ***John Carter*** comics will be considered part of the official canon.

"With our new partnership with Marvel Entertainment, we believe we have found the best creative force to revive the thrills and adventures in the 21st Century of the legendary John Carter of Mars," *James Sullos*, President of Edgar Rice Burroughs, Inc., said. "We are looking forward to introducing this original interplanetary adventurer to a new generation of fans and await the first issue with great anticipation."

John Carter: A Princess of Mars #1 will be adapted by *Roger Langridge*, with art by *Filipe Andrade* and covers by *Skottie Young*. "Edgar Rice Burroughs created one of the great action heroes in John Carter and we're excited to bring his novels to comics for a new generation," said *Axel Alonso*, Marvel Editor-In-Chief. "Roger and Filipe are going to blow everyone away with their take on the John Carter novels, keeping fans new and old on the edge of their seats."

CSNsider

•DC has revealed more about the bonus contents of the *Grant Morrison-Frank Quitely We3 Deluxe Edition HC*. Most exciting is the news that it will feature ten completely new story pages by Morrison and Quitely that have been integrated into the narrative. That's not the only addition, though: the hardcover will also include a 28-page bonus section featuring character designs and sketches from Quitely as well as commentary and script excerpts from Morrison. Look for it on August 17th.

•*Andrea DiVito* has replaced *Tom Raney* as artist for ***Avengers Academy #18***, a ***Fear Itself*** tie-in.

•DC and ***Mad Magazine*** have added the ***Mad Harry Potter Special*** to their early July offerings. The magazine will collect all of ***Mad's*** earlier ***Harry Potter*** parodies, adding an original parody of ***Harry Potter & the Deathly Hallows Part 2.***

•DC has cancelled orders for the new graphic novel ***Return to Perdition*** as well as the reissues of ***Road to Perdition*** and ***Road to Perdition 2: On the Road.*** All three books will be resolicited to arrive in stores in November.

•Good things are worth waiting for: the long-requested ***Sugar & Spike Archives Volume 1 HC*** is still on the schedule, but it's been pushed back to an October 5th release.

•DC has cancelled orders for the ***Deus Ex TP***; there are no plans to resolicit.

Back to Press

•***50 Girls 50 #1 2nd Printing*** (APR118208), in stores 7/6.

•***Flashpoint #2 2nd Printing*** (APR118212), featuring a recolored version of the *Andy Kubert* cover, in stores 7/6.

•***Hellraiser #2 2nd Printing*** (APR118195), featuring a variant cover by *Tim Bradstreet*, in stores 6/29.

•***Super Dinosaur #1 3rd Printing*** (MAR118293), in stores 6/29.

•***Super Dinosaur #2 2nd Printing*** (APR118191), in stores 6/29.

Moonstone Launches New Flint Age

It's been almost a half century since filmgoers were first introduced to the suave, skilled, and indefatigable Derek Flint as portrayed by actor extraordinaire *James Coburn* in the 1966 film ***Our Man Flint*** and its 1967 sequel ***In Like Flint.*** Since then, Derek Flint has been out of the public spotlight—but that situation is about to change when Flint returns later this year in Moonstone's ***That Man Flint,*** a new series by *Gary Phillips & Kevin Jones.*

As those who saw the original films can attest, ***Our Man Flint*** and ***In Like Flint*** were almost totally enmeshed with 1960s popular culture in tone, in plotlines, and in personality. That's why Phillips is keeping the film in its original era rather than updating the concept. "This new incarnation of Flint is set in the time period of the films, roughly the late '60s. Of course, we have the benefit of looking back at that time from the vantage point of now. I want to be careful about this comparison, but for instance, ***Mad Men*** nit both anchored in a certain era—parallel to when ***That Man Flint*** is set—yet we also know beyond the surface of things, all this other stuff is going on with civil rights, an awakening women's movement and so on. All of that affects the characters and storyline.

"***Flint*** is meant to be fun and fast-paced, not angst-driven—but that doesn't mean he doesn't have a perspective on the spy work he's called on to carry out, or that the super villains he squares off against don't have some shadings and dimensions," Phillips explained. "Today's comics reader is a sophisticated reader, so we have to balance having a blast with the ethos of Flint—ballet instructor, gadgeteer, great-looking, surrounded by smart and sexy women—with the understanding that we're viewing that ethos through contemporary eyes, influenced by the age of tweetings, 24/7 sensory bombardment, and so on.

"For instance, some might recall in the films (and the two paperback novels derived from those flicks) Flint had four female associates who only went by their first names and seemingly had no function other than window dressing. Well, right off the bat in the introductory tale in ***That Man Flint #0,*** there are two of the women with our redoubtable hero—and not only are they gorgeous, but they run and gun right alongside Flint."

While the ***Flint*** films drew their influences from the James Bond films and other spy movies of the 1960s, Phillips is also turning to comics for his inspiration. "The lasting imprint of *Jim Steranko's* run on ***Nick Fury, Agent of SHIELD*** are a major influence here; also the early Bond films with *Sean Connery* – and even the *Pierce Brosnan* and *Daniel Craig* incarnations, and *Yaroslav Horak's* interpretation of Bond in the comic strips rattle in my head when scripting ***Flint***. I want to capture in dialogue and descriptions to the artist the look and feel of that time, and the energy of those aforementioned influences. Fortunately with the internet and source material from books, the physicality of that era can be referenced. My job is to strike a tone that on one hand keeps in mind the ***Flint*** films were a send-up of the Bond films, but not make it so over-the-top that the new stories come across as parody – which they aren't."

For readers who never saw the original films, Phillips offers a description of his protagonist. "Derek Flint is a man of many interests and accomplishments – from his ongoing compilation of a dictionary of the dolphin language, to his role as part of the modern art scene, to having a best-selling cookbook of Mayan recipes he translated and expanded upon from an ancient text (with proceeds going to a charity for indigenous peoples). He lives off the monies his various patents in electronics and biochemistry have garnered.

"Unlike Bond—and I'm talking how *Ian Fleming* conceived of him in the books—he's not simply a cold-blooded killer only concerned with duty to his country, right or wrong. Flint is a patriot, but this *is* the late '60s, a time when the anti-war movement is in full swing and other changes were going on in the social and political infrastructure. These events are *not* lost on Derek Flint.

"We learn the reason that Derek Flint is a free-lance spy in the late '60s. He was once on the payroll of the spy organization MACE (Mandated Actins for Covert Enforcement), but found that he couldn't just be the psychologically tortured spy who came in from the cold. Instead, he questioned his superiors and some of their decisions. He paid the price for that, but his skills are such that he's called on to tackle assignments no one else can.

"We learn that, at some point in the fifties, after decorated service in the Korean War, this farm boy travels in the East, Africa, and other parts of the globe. He is an autodidact and absorbs lan-

SPIDER-MAN

BY STAN LEE & LARRY LIEBER

PETER'S ATTEMPT TO SURPRISE MJ BACKSTAGE MEETS WITH A SNAG...
MJ! MJ! CAN I HAVE YOUR AUTOGRAPH?
NO--ME FIRST!
EXIT
STAN LEE LARRY LIEBER 6-15
WWW.KINGFEATURES.COM
standanz @ aol.com
HEY-- ARE YOU ANYBODY?
I'M THE LADY'S HUSBAND.
©2011 Marvel Characters, Inc.
All Rights Reserved. Distributed by King Features Syndicate
HUSBANDS DON'T COUNT!
HEY, ME NEXT, MJ!

COMIC SHOP NEWS
Published weekly since 1987 by Comic Shop News, Inc.
©2011 Comic Shop News, Inc. All Rights Reserved

EDITORS
Cliff Biggers
Ward Batty

Editorial Office
2770 Carillon Crossing
Marietta, GA 30066
cliffbig@comicshopnews.com

Business Office
3577-A Chamblee-Tucker Rd. #215
Atlanta, GA 30341
(770) 939-1364
wbatty@csnsider.com

www.csnsider.com
twitter.com/csnsider

guages and lifestyles, studying Zen Buddhism, mastering various fighting arts, and what-have-you before returning to work for MACE in the late fifties."

"The story is set in the swinging '60s, a time when the Cold War was heating up and the hemline was going up too. Love is in the air, but everything isn't groovy. From crazed Nazi scientists hatching dastardly plans, sultry Russian spies with killer bodies and kung fu grips, super strength cyborg assassins, to fiendish henchmen and quixotic masterminds, there are all sorts of adversaries That Man Flint will have to engage.

"It certainly helps that this is somewhat familiar territory. Today's comics reader has seen or at least heard about the aforementioned ***Mad Men*** (and for those who have seen it on DVD; there was the retro ***Crime Story*** TV show from the '80s, also set in the '60s); the upcoming ***Playboy Club*** about a mobbed-up Chicago lawyer also set in the 60s; and *Darwyn Cooke's* wonderful graphic novel interpretations of *Donald Westlake's* (aka *Richard Stark's*) Parker novels. I hope Flint's adventures, both in comics and prose (as this is on the horizon), add to what is almost become a kind of subgenre of stories set in the 1960s "

How does Phillips capture the feel of those films (which were a bit satirical in their own right) without succumbing to an ***Austin Powers*** sort of broad humor that spoofs the era and the films? "You've crystallized the concept of ***Flint*** perfectly," Phillips said. "That is, how to maintain that vibe, have some fun, yet not succumb to spoofery. For m,e it has to be embodied in Flint himself. He is serious, but he doesn't take himself all that seriously. He is curious and questioning, but not heavy-handedly mired in self-doubt. Yes he battles villains out to take over the world, but will debate them on the merits of Jung versus Freud as they fence with sabers.

"The thing that gets me about Flint is he sees himself as a citizen of the world, but knows that he can't let totalitarianism take over. He can't just be on the sidelines, sequestered in his library or lab, doing study and experimentation – which, in a perfect world, is what he'd love to do. Free choice and personal freedoms mean something and you have to fight to uphold those ideals. He is an American who appreciates the fact that he can criticize his country for its shor comings, but he will lay his life on the line to protect its best values. He appreciate to the somewhat contradictory nature of being a seeker of the third eye, yet also a freelance spy. Very Zen."

Since Moonstone has the rights to two 1960s mainstays—Derek Flint and Honey West—is there any chance we might see a meeting involving the two of them? "Funny you should ask that," Phillips said. "There is in fact an upcoming two-part comics story wherein Flint, Honey West, and Captain Action team up in a little something I've called 'Danger A Go-Go.' I can't say more about this project just now, but I think readers will respond to this story which has plenty of action and espionage, but also delineates these three characters. We find out that they don't necessarily gel as well with each other as we might think.

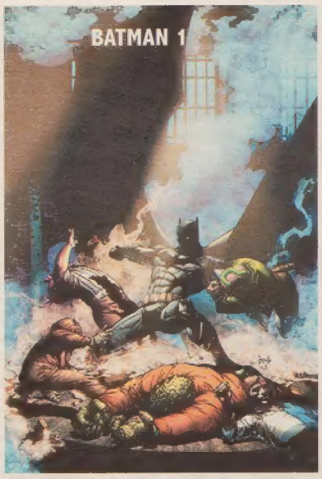
There's also a decades-spanning prose story featuring Derek Flint, Jimmy Christopher (known as Operator 5, whose tales I write as a back-up feature in ***The Spider*** comic book), Decimator Smith (a pulp era creation of mine), and some other individuals, both fictional and historical."

That Man Flint #0, the kickoff of Derek Flint's Moonstone comics exploits, is slated for late July release.

Spotlighting the Dark Knight

With each passing week, we learn more about DC's plans for their new DCU debuting in September. This week, DC has unveiled their plans for the Batman family of books (including very good news about a project that won't actually join the new DCU until 2012).

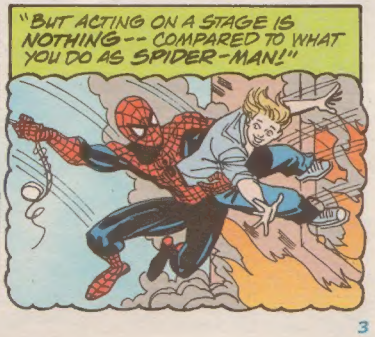
•***Batman #1*** (written by *Scott Snyder*, illustrated by acclaimed ***Spawn*** artist *Greg Capullo)* - Bruce Wayne regains his role as the one and only Batman.
•***Detective Comics #1*** (written and illustrated by *Tony Daniel)* - Bruce Wayne is on the trail of a dangerous serial killer known as the Gotham Ripper.
•***Batman: The Dark Knight #1*** (written and illustrated by *David Finch* with *Jay Fabok)* - Batman heads deep into the halls of Arkham Asylum.
•***Batman and Robin #1*** (written by *Peter Tomasi*, illustrated by *Pat Gleason)* - Bruce Wayne battles the Gotham underworld with the help of his son, Damian, in the role of Robin.
•***Birds of Prey #1*** (written by *Duane Swierczynski*, illustrated by *Jesus Saiz)* - Gotham's covert ops team takes down the villains that other heroes can't touch.



•***Catwoman #1*** (written by *Judd Winick*, illustrated by *Guillem March)* - She's very good at being bad, and very bad at being good...
•***Batgirl #1*** (written by *Gail Simone* and illustrated by *Ardian Syaf & Vicente Cifuentes)* - Batgirl's is back, and she's about to face the city's most horrifying new villains as well as dark secrets from her past. And yes, it *is* Barbara Gordon. "Barbara Gordon is pretty much my everything," writer *Gail Simone* said. "Because of the ***Batman*** TV

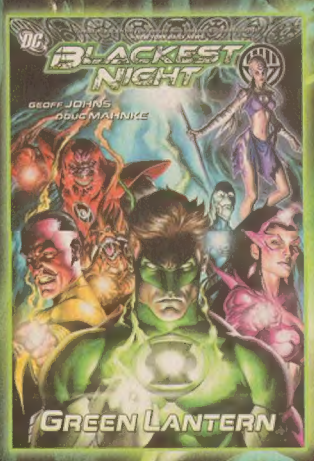
TO THOSE FANS I'M JUST "MISTER MT."
CAN'T SAY I'M WILD ABOUT THAT...
©2011 Marvel Characters, Inc. All Rights Reserved. Distributed by King Features Syndicate

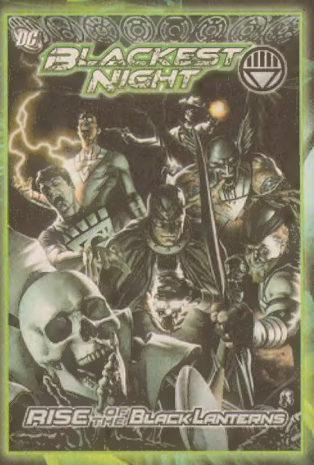
PETER! WHY DIDN'T YOU LET ME KNOW YOU WERE HERE?
I DIDN'T WANNA GET BETWEEN YOU AND YOUR PUBLIC.
EXIT
©2011 Marvel Characters, Inc. All Rights Reserved. Distributed by King Features Syndicate



"The biggest DCU story of the last ten years." – CRAVE

BLACKEST NIGHT





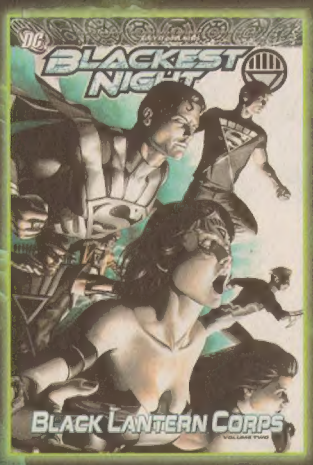
Read the entire best-selling, critically acclaimed epic

Written by

GEOFF JOHNS

Art by

IVAN REIS



DC

dccomics.com

AVAILABLE IN SOFTCOVER

JULY 2011

Comics Shop Locator Service: comicshoplocator.com

® TM and © 2011 DC Comics. All Rights Reserved.

show, she was the reason I fell in love with superheroes. Because she was a redhead who could kick ass, she is the reason I fell in love with comics. She was always forward-looking as Batgirl, a girl who was smarter than the male characters, who had class and elegance and style, as well as tough-as-nails grit. For a long time, there was simply nothing else like her in comics, and for me and a lot of other readers, her every appearance was joyful and explosive.

" For many years, I got to write the character as Oracle, and there is to this day, no character who means more to me. This is classic Barbara as she was originally conceived, with a few big surprises. It's a bit of a shock, to be sure, but we're doing everything we can to be respectful to this character's amazing legacy, while presenting something thrilling that a generation of comics readers will be experiencing for the first time…"

•***Batwing #1*** (written by *Judd Winick* and illustrated by *Ben Oliver*) - Meet the first black character to wear the Batman mantle in this incredible new series that expands the Bat-universe in a bold new direction.

But what about *Grant Morrison*, who is the most notable omission from the list of September Bat-titles. Don't worry—DC's *Austin Trunick* assures readers that Morrison will be back with a new ***Batman Incorporated #1*** in early 2012. "***Batman Incorporated*** will continue through to Issue #10 and August's shocking season finale that changes the Batman status quo yet again," Morrison said on DC's ***The Source*** blog. "The series will take a brief hiatus while I work on a major new project to be announced shortly. *Batman, Incorporated* returns next year with me, *Chris Burnham*, and 'Batman: Leviathan,' the epic 12-part conclusion to my 6-year Batman saga. Don't miss it!"

We're For the Dark

DC's September relaunch continues to build momentum with an entire group of dark titles that emphasize fantasy, suspense, and horror within the DCU. This group of titles includes:

•***Swamp Thing #1*** (written by *Scott Snyder*, illustrated by *Yanick Paquette*) - For years, one man served against his will as the avatar of nature. And while he may have been freed of the monster, he's about to learn the monster will never truly let go of him.

•***Justice League Dark #1*** (written by *Peter Milligan* and illustrated by *Mikel Janin*) - John Constantine, Deadman, Shade the Changing Man and Madame Xanadu are Justice League Dark, a band of supernatural heroes united to stop the dark things the rest of the DCU does not see.

Animal Man #1 (written by *Jeff Lemire*, illustrated by *Travel Foreman & Dan Green*) - Buddy Baker has gone from "super" man to family man – but is he strong enough to hold his family together when Maxine, his young daughter, starts to manifest her own dangerous powers?

•***Demon Knights #1*** (written by *Paul Cornell*, illustrated by *Diogenes Neves & Oclair Albert*) - Set in the Middle Ages, the Demon leads an unlikely team to defend civilization and preserve the last vestiges of Camelot against the tide of history.

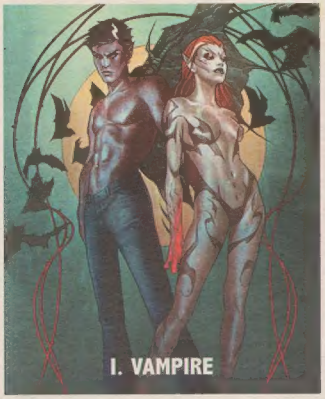
•***Frankenstein, Agent of SHADE #1*** (written by *Jeff Lemire*, illustrated by *Alberto Ponticelli*) - Frankenstein and his network of strange beings work for an even stranger government organization: The Super Human Advanced Defense Executive.

•***Batwoman #1*** (written by *J.H. Williams III & Haden Blackman*, art by *J.H.Williams III*) - At long last, Kate Kane gets her own ongoing series!

•***Nightwing #1*** (written by *Kyle Higgins*, illustrated by *Eddy Barrows*) - Dick Grayson is back in the role of Nightwing, and his first new adventure takes him to Haley's Circus, where he once performed with his family—and where he must now confront friends and enemies from his past as he searches for the source of an even greater evil.

•***Red Hood & the Outlaws #1*** (written by *Scott Lobdell* and illustrated by *Kenneth Rocafort*) - Batman's former sidekick Jason Todd becomes the reluctant leader of an all-new team of outlaw vigilantes that includes Green Arrow's rejected sidekick Arsenal and former prisoner of intergalactic war Starfire.

•***Resurrection Man #1*** (written by *Dan Abnett & Andy Lanning*, illustrated by *Fernando Dagnino*) - Meet the man who wakes up with new powers each time he's killed.



•***I, Vampire #1*** (written by *Josh Fialkov*, illustrated by *Andrea Sorrentino*) - Tortured by his centuries-old love for the Queen of the Damned, Andrew Bennett must save humanity from the violent uprising of his fellow vampires, even if it means exterminating his own kind.

•***Voodoo #1*** (written by *Ron Marz*, illustrated by *Sami Basri*) - Priscilla Kitaen has just found out she's a monster. A half-alien hybrid, the woman known as Voodoo must confront the secrets of her past to make sense of the nightmare her life has suddenly become.

Enter the Young

DC's relaunch will also include a number of teenage heroes and young superteams, including:

•***Legion Lost #1*** (written by *Fabian Nicieza*, illustrated by *Pete Woods*) - Seven heroes from the 31st century travel back to the present day to save their future from total annihilation. When the future tech they brought with them fails, they find themselves trapped in a nightmarish world and an ultimate struggle to survive.

•***Legion of Super-Heroes #1*** (written by *Paul Levitz*, illustrated by *Francis Portela*) - In the 31st century, the Legion of Superheroes is reeling from the loss of seven of their finest — and trying desperately to keep their youngest recruits alive against a series of terrible new threats.

•***Teen Titans #1*** (written by *Scott Lobdell*, illustrated by *Brett Booth & Norm Rapmund*) - When an international organization seeks to capture or kill super-powered teenagers, Red Robin Tim Drake must team up with the mysterious and belligerent powerhouse thief known as Wonder Girl and a hyperactive speedster calling himself Kid Flash.

•***Static Shock #1*** (written by *John Rozum & Scott McDaniel*, illustrated by *Scott McDaniel & Jonathan Glapion*) - Virgil Hawkins has been gifted with incredible electrical powers. Adopting the persona of Static, he faces super-powered street gangs, raging hormones, homework... and girls.

•***Hawk & Dove #1*** (written by *Sterling Gates*, illustrated by *Rob Liefeld*) - It's up to the living avatars of war and peace to root out the hidden forces who look to plunge the country into a deadly civil war.

A Valiant Return

One of the most popular new publishers of the 1990s is about to make its 21st century return. Valiant Entertainment has announced that it will begin publishing a full line of new titles in 2012, featuring such Valiant characters as ***XO Manowar, Bloodshot, Harbinger.***

Even more surprising, the new Valiant is returning in publishing due in part to a capital infusion from Cuneo & Company LLC—an investment firm headed by former Marvel CEO and Vice Chairman *Peter Cuneo* and his son Gavin, formerly an investment banker with Bank of America Merrill Lynch. Cuneo, who left Marvel in 2010 as a result of the Disney buyout, serve as Chairman of Valiant, joining CEO *Jason Kothari* and Director *Dinesh Shamdasani*.

"I am excited to be partnering with Peter and Gavin," Kothari said. "Peter's decade of leadership at Marvel, Gavin's decade of experience on Wall Street, and their highly active roles with Valiant will be integral to our expansion."

"The strength of the management team which Jason has created and the quality of the characters owned and controlled by the company have made this an extremely attractive and exciting investment," *Peter Cuneo* said.

"We see a great opportunity in today's comic book industry for the emergence of a brand that combines the power of a strong legacy with a first-class creative and business team," added *Gavin Cuneo*.

Valiant was acquired by videogame company Acclaim Entertainment, who used the character as the basis for successful videogame franchises in addition publishing on a limited scale. However, Acclaim went out of business in 2005 after the loss of key sports videogame licenses and other business issues. Two years later, Valiant Entertainment managed to acquire the rights to the Valiant Comics library (not including characters such as ***Solar*** and ***Magnus***, which were licensed by Valiant ; those properties were recently licensed to Dark Horse, whose relaunch failed to click with comics readers.)

"We have been planning the reintroduction of the Valiant titles for some time and I'm excited to announce our scheduled launch for 2012," Director *Dinesh Shamdasani* said. "Cutting-edge characters and stories were the core tenants of the original Valiant and are the core tenants of the new Valiant."

"Valiant owns and controls a universe of some of the most recognizable characters in the comic world," added *Peter Cuneo*. "To this day, despite interruptions in its history, Valiant has retained an extremely passionate fan base. We are keenly focused on bringing the original Valiant Universe back for these fans as well as introducing these powerful characters and stories to new readers."

THE ULTIMATE 7
From the far reaches of the Universe, a diverse group of Warriors bands together to stop an Armada of Intergalactic, Time Traveling Murderers under the control of the Evil OverLord, who is determined to Enslave all life in the Universe.
Don't miss out, order yours today! JUN111304
ZYO COMICS
www.theultimate7.com
COVER BY GREG HORN

EVERY TIME I THINK OF JONAH JAMESON, I SEE RED!
DON'T LET HIM OR HIS SCANDAL SHEET GET YOU DOWN, PETER.
NOTHING CAN GET ME DOWN AS LONG AS I HAVE YOU, HONEY!
STAN LEE LARRY LIEBER 6-17
©2011 Marvel Characters, Inc. All Rights Reserved. Distributed by King Features Syndicate
WWW.KINGFEATURES.COM
stanzlarry @ aol.com

I'M SICK OF JAMESON ALWAYS PUTTING ME DOWN!
WHAT CAN YOU DO ABOUT IT, TIGER?
I'LL MAKE HIM SHOW SOME RESPECT TO PETER PARKER!
MEANWHILE, IN ANOTHER PART OF THE CITY...
THIS MUST BE THE PLACE.
AJAX WAREHOUSE INC.
CLOSED
STAN LEE LARRY LIEBER 6-18
©2011 Marvel Characters, Inc. All Rights Reserved. Distributed by King Features Syndicate
stanzlarry @ aol.com

Follow *Spider-Man* every week in *Comic Shop News*!

Untold Tales from the 1970's!
RETROACTIVE
6 Different One-Shots
Each features an
ALL-NEW 26-PAGE LEAD STORY
followed by a classic tale
from the era
THE LINE OF DC SUPER STARS
BATMAN®
Len Wein/Tom Mandrake
JUSTICE LEAGUE OF AMERICA®
Cary Bates/Andy Smith/Gordon Purcell
GREEN LANTERN®
Dennis O'Neil/Mike Grell
SUPERMAN®
Martin Pasko/Eduardo Barreto
WONDER WOMAN
Dennis O'Neil/J. Bone
THE FLASH®
Cary Bates/Benito Gallego
JULY 2011
dccomics.com
Comics Shop Locator Service:
comicshoplocator.com
®,TM and © 2011 DC Comics. All Rights Reserved.